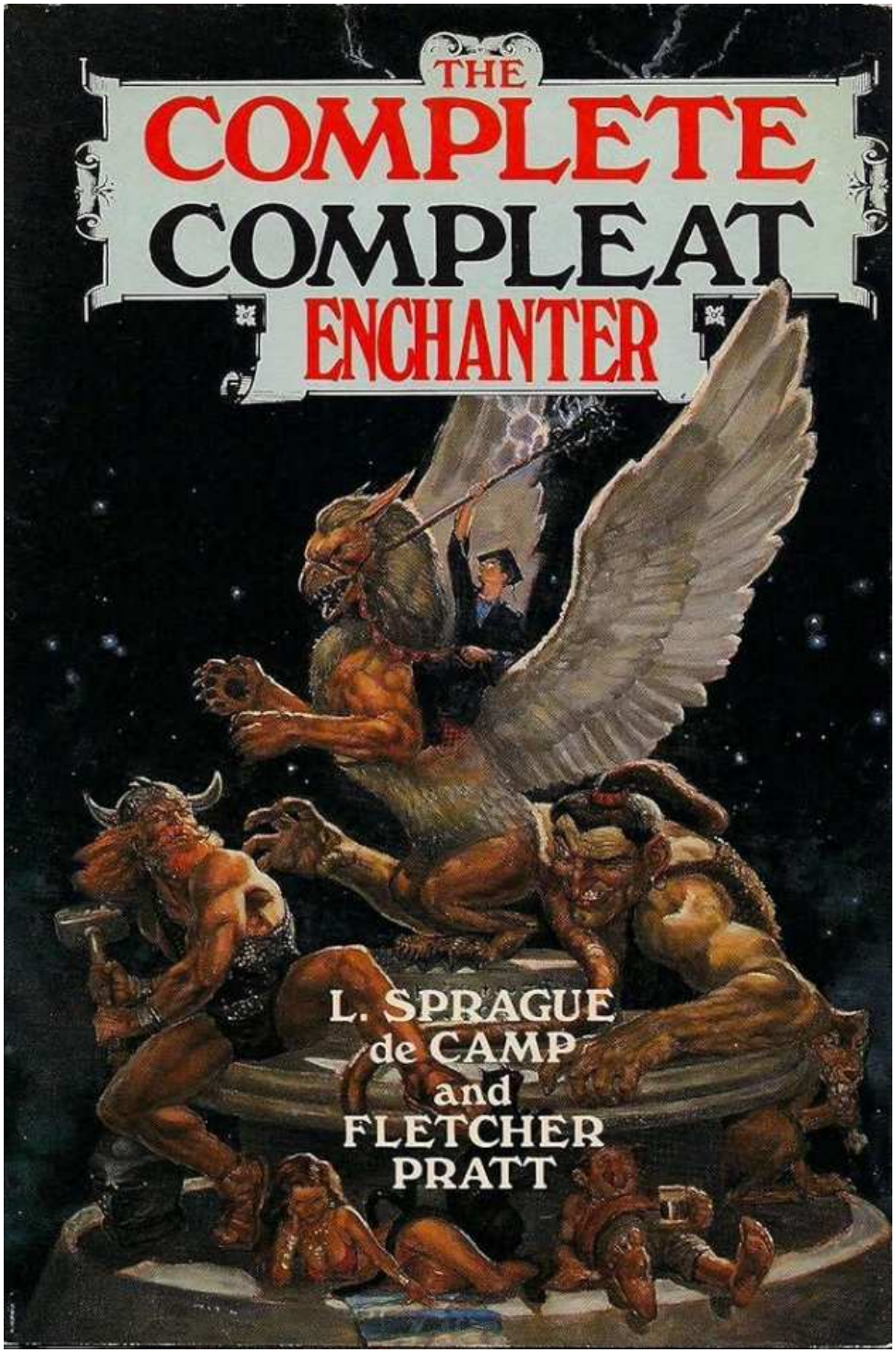
The Complete Compleat Enchanter Jumpchain

Version 1.0.0



Welcome to a world of fantasy and magical adventure. Even before the Lord of the Rings, stories of fantasy and heroism were many and varied, and even then there were many that were already old. You will be entering into a selection of spacetime continuums, each one distinct and with its rules of physics, linked together by paraphysical means into what would, decades after it was written, be called a multiverse.

By aligning one's thoughts and mental patterns to a spacetime continuum, it is possible to physically transport oneself to it. And by having one's thoughts and mental patterns partially aligned to a continuum other than the one they are in you get the madness which makes a man a patient in a mental institution for their delusions – mainly paranoiac – or the artistic inspiration of writers. As such many of these great works of fantastical fiction of the past, whether they be mythology or knightly romances, or even more recent works such as Baum's Oz or potentially even the futures of H. G. Wells, exist as alternate continuums that if one knew the methods of symbolic logic by which to properly realign their minds could be reached.

They're not quite exactly the same as written, so one might should take care, but this is a world of fantasy adventure, where the protagonist, an individual who always felt that he was unimportant in his original life but if he was in a storybook world could be a big man whose deeds could decide the fate of worlds, gets to find out if he was right by traveling to a chain of other worlds and continuums.

I heard you liked such things.

Welcome to the Enchanter series by Fletcher Pratt and L. Sprague de Camp. The jump only covers the original series, and not the continuation by de Camp and other authors after Pratt's death. You will be arriving at the same time that Harold Shea travels to Norse mythology while attempting to reach the Ulster Cycle. You'll be staying here for 10 years. And as such you'll probably be wanting these:

+1000 Choice Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in these worlds and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Empirical: You come from a world of empiricism, and one where magic does not exist. Perhaps you come from the same world as Harold Shea himself, or maybe you have no history or connections in any of the local continuums and are a drop-in. After all, presumably, you come from such a world already.

Hero: You were born into the warrior class of whatever world you come from. You may not have come from a world with a caste system, or strictly defined classes, but you definitely come from a family with a military history and an expectation from youth for you to be a warrior, or more a champion at arms.

Lady: Despite the name you're not necessarily a woman, but you were born into a position where you were not expected or required to make a life for yourself as a warrior. You could be an artisan or a poet. Of course this is not expected or required, and the likes of Bradamant, Britomart, and Belphoebe show that ladies born into fine society can be warriors and heroes themselves and all would find themselves in this group.

Warlock: There is another path to power in many continuums. That is magic. You are at least somewhat versed in the supernatural arts of your local continuum. You're not necessarily a true enchanter, but you probably know a spell or two, and may have magic tricks that don't rely on the law of sympathy and poetic verses.

Location:

By default you arrive in the continuum of your background identity; Harold Shea's world if you're Empirical, and a world like those of Norse Myth, the Ulster Cycle, the Kalevala, the Faerie Queene, or Orlando Furioso if you're not. You can choose to be assured an encounter with world transit during your time here, whether through symbolic logic or a spell, and if you truly desire you can choose to be cast adrift to a random world when you first arrive either using the table below or some other means to determine it.

1. Norse myth

2. The Ulster Cycle
3. The Kalevala
4. The land of Faerie (the Faerie Queen)
5. The Matter of France
6. The Matter of Britain
7. The Iliad
8. The worlds of H.G. Wells

Age and Gender:

Your age and gender will be appropriate for your in-universe background chosen freely from within the range appropriate. If you chose to drop-in they will be unchanged from your previous world.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Lingua Continua (Free while here/50 CP to keep): Traveling between realities in this setting involves re-aligning your thought patterns to it. This has the side effect of effectively translating your thoughts and words into the local language and vice versa. You might be familiar with it as a standard given of Jumpchain is speaking/understanding the local language in this way. But normally for jumpers it only happens at the start of the jump. Here it happens whenever you travel between worlds in the local multiverse.

If you pay to keep this, you'll find that it still happens any time you travel between realities/dimensions/universes within a local setting. Travel to an alternate universe and you'll speak its language, travel to Hell and you'll speak the language of demons, and so forth.

As Havámal says (50 CP): You possess a great memory for religious quotations and are able to quickly think of one for most situations. There's a certain selection of texts you're especially capable of quoting, perhaps it's the Elder Eddas, the Quran, or the Works of St Augustine. This can apply to pseudo-religious texts as well, such as works of philosophy, or just mythology.

Supernatural Being (50 CP): You're not quite human. You're close to human, but you're something not quite within the range of it. Maybe you're one of the sidhe, a troll, a dwarf, a giant, or even an Aes. Your size can range from 2 ft tall up to 11 ft tall, and you can possess some unusual characteristics such as golden teeth, facial features that just don't quite match those of humans, or scales, pointed ears, and wormlike excrescences in place of hair like a troll. If your height is less than human you'll find that you lose less strength than would be expected – you might lose some at 2 ft tall but you'll be closer to a full grown human than a 2 ft tall person should be – and if you are larger than a human the square-cube law seems to be relaxed in its effects upon you. You might have some other marginal advantages – scales might serve as light armor and being a massive bundle of Aesir muscle might look good to some – but you'll have no substantial powers from this.

Post-jump this becomes an alt-form.

Court Singer (100 CP): You can carry a tune with ease once you get a basic idea of it. More than that you possess a beautiful singing voice, easily fit to lead a choir, or sing in front of the king and queen of Connacht and earn a gold ring as reward for the finest song they've heard in years. You can probably play an instrument as well if you needed to. This might not seem like much but there are continuum here where magic has to be sung.

Rider (100 CP): You're good at riding all sorts of things. Whether they're horses, hippogriffs, rhinos, or flying broomsticks you can quickly figure out how to ride them and steer them in and out of battle. This even applies to motorcycles, bikes, and magic carpets among other things. If you steer it by direct motions of your hands and legs you can ride it like a pro, and seem to be especially good at riding it in hectic situations such as combat.

Law of Promises (200 CP): It's one of the laws of magic, at least in some continuums in this place, that you cannot use magic to break a sworn promise. Any attempts to do so will find the magic failing the caster. You carry this law of magic with you. As long as you keep your end of a promise the other party of a promise cannot use magic, or other supernatural powers, to break their end of the agreement. It's even possible for it to not only fail but actively backfire. If someone promised to let you go, their magic could do nothing to keep you. Of course this only covers promises so if they didn't include unharmed or didn't promise not to kill you afterwards you could be in trouble.

Piercing Gaze (300 CP): You possess a strangely piercing stare like one of the Aes. This is a stare that seems to fog the mind, and assault it, slowing it as an icy stabbing sensation spreads through the consciousness. It can cause pain, transmit thoughts into the minds of others, or with long term or repeated use permanently addle brains. You need only to meet someone's eyes to begin a psychic assault.

Strong Against (300 CP): Like how Heimdall is strong against frost giants, Frey against fire giants, and Utgard-Loki's magic is strong against the gods, you are strong against a certain variety of being.

Select a type of being. Your magic and supernatural powers are more effective against them, especially in clashes of supernatural against supernatural. The more specific the class of being the greater this benefit. Something extremely broad such as 'living beings' would see only a miniscule benefit such that you might win matches you would otherwise be equally matched in, but something suitably narrow such as fire giants could see you able to defeat scores of them even if they'd otherwise be your equals.

You may purchase this perk multiple times.

Enchanter (500 CP): You are an enchanter. And unlike our adventuring enchanter you're a full proficient mage well versed in the arts of magic. You're not on the level of Merlin, Atlantès de Carena, Väinämöinen, or the absolute top level of enchantment in a world in question, but you are among the next rank down and a highly skilled sorcerer. You can choose the magic from any of the worlds visited in the series, but all of them possess certain similarities. They all rely on the law of sympathy or on rarer occasions the law of contagion, though many enchanters fail to realize this. They also all possess verbal and somatic components. Verbal components take the form of poetry, and the better the poetry the better the spell, so being an adept poet – or having a good memory for appropriate verses – is a benefit to a mage. It doesn't seem to be required in most continuums to sing these verses or accompany them with music, but these do seem to be capable of enhancing spells as a rule. Somatic components include hand passes and gestures, but are often primarily materials used for the sympathetic magic, such as arranging hornlike objects to be worn to perform a spell to change one's appearance to a horned efreeti, or properly melting a waxen effigy of a nose to shrink someone's giant nose; these include what D&D would call both somatic and material components.

Other than that these spells seem to typically hold a law of promises. It's unconfirmed for some forms of magic, but magic is not used to break promises in any place, and in the places where it is tried it fails or backfires, so it seems to be a universal rule of magic in the continuums visited.

Other than that there are some idiosyncrasies to certain worlds' magic. The magic of *Orlando Furioso* is particularly reliant on the skill of poetry used. The magic of *Kalevala* must be sung and seems to be for the most part more powerful than that of other worlds available, but it is much more draining to cast such that where other worlds show no signs of magic being fatiguing, there it is extremely draining, and requires rest and large meals between spells. It is also more reliant on knowledge of your target; while you could for example create an illusion around an object that would affect everyone who sees it, directly placing a spell on someone would require you to know personal information such as their name and that of their parent(s), or where they came from. The magic of the Irish continuum must begin in the ancient language before shifting into the modern tongue.

Now normally it's possible to pick up magic in a continuum where it works. All it takes is skill, and knowledge of the laws of magic. But normally this won't work in say the world that Harold Shea is from, and explicitly only works in worlds already set up to have that magic work that way; which would be pretty useless to you long term. So this payment doesn't just ensure you have the skill and training already, but also that you'll find the

magic works by the rules of the chosen world even in future settings, and is less impacted by changes to the rules between continuums here.

Holy Abjuration (500 CP): It is possible for holy men in some of these worlds to abjure magic and dispel it with an invocation of holy figures. This serves as a universal counter-spell immediately ending magic, and even preventing those so abjured from casting magic in your presence for some time. And you now possess this power, by invoking holy powers – Allah, God, the Mother Mary, the Prophet, or an appropriate analog – you can instantly undo any spells in your presence and even prevent them from being cast for a period of time. This will work on any spellcraft no matter how powerful, though, it might fail to affect true magic items and won't affect non-spell supernatural powers.

Empirical Perks

Very Pithy (100 CP): You've got a way with words and witticisms. Whether it's a joke, a name, or a poetic coupling, you're able to think of them on the fly. You could probably get a job in marketing with these skills if you wanted, though, this skill in words also makes you a pretty good amateur poet able to create – or remember – an appropriate poem for most things.

When in Rome Eat Spaghetti (100 CP): When you're moving from the modern world to the middle ages, or vice versa, there's a lot of stuff to roll with. This doesn't change much even if it's a romanticized version of the middle ages or the 1940s instead of the present day. You're good with rolling with these punches, and going with the flow of new cultures and societies, and getting used to new ways of life; you could learn to sleep in a bed pretty quickly even if you'd lived your whole life as a child of the woods.

Cooperative Magic (200 CP): You find it easier to make magic work with different people performing different parts of it. It's easier to get them all coordinated together so that it works even as one person writes the poem, another person sings it, a third does the somatic components for it, a fourth plays the accompanying music, and another provides the magical energy for example, and the result seems to be better than it should. If the spell could already be cast this way without losing power this means it'll work better for being made a cooperative effort. If you're using magic where spells normally couldn't be shared between individuals, well you'll manage it anyway.

Fencer (200 CP): You are an expert fencer, a surprising master of the epee, sabre, or foil, even if you only had a few lessons. You're a good enough swordsman to fight against expert knights or legendary heroes, though your style focuses on light weapons and thrusting, meaning you might need to be fighting them unarmored, even so you'd be dangerous with a sword that wasn't ideal for your style. You're particularly good at parrying and footwork, and taking full advantage of thrusts and stabbing swords.

Alternatively you can be skilled in jiujitsu. This will give you a similar skill in unarmed combat, and especially holds and throws, capable of besting expert warriors and legendary heroes in unarmed combat; though might want to not try it with someone as strong as Cu Chulainn. You can pay an additional **50 CP** to get skill in both fencing and jiujitsu.

Whichever you choose, you'll find that you're particularly good at using modern techniques, even those that are designed with limited sports uses in mind, to defeat

warriors who rely on older ‘less developed’ styles even if they’re based on what actually works in battle.

Diagnoses (400 CP): You are an adept psychologist and psychotherapist. You might not be the strongest in theory or the research aspects of psychology, but you are particularly adept at making off-the-cuff psychological diagnoses and quickly determining the psychological profile of those you deal with. This would make you a great salesman or politician, as it gives you a good idea on how people think and how to manipulate them.

You are also capable of performing psychotherapy, and you’ll find that it’s extremely effective against supernatural influences on the mind. You could cure amnesia caused by drinking from a pool of amnesia with a single session, or break a magical geas which compels behavior with a simple act of hypnotherapy and post-hypnotic suggestion. You’ll find that the more mental influence relies on supernatural methods and less actual psychological conditioning, the more hyper-effective your psychotherapy seems to be.

Too Rational (400 CP): You are able to see through illusions and supernatural means to alter appearance or turn invisible. This ability is enhanced by having an idea of what the true form of what you are looking at is, or by looking through tear-filled eyes such as you might have after having alcohol splashed into them. A truly powerful illusion might resist you without both of these things, but common illusions by even able enchanters will fall instantly before your eyes, and even illusions that would fool gods will fall before your eyes.

And when you have recognized an illusion as false it will only affect you as what it truly was and not the illusion it hid behind.

Invasive Main Character (600 CP): You are a main character. Wherever you go, if there’s adventure you will find it and you’ll find yourself wrapped up in it. Somehow you seem to be drawn to excitement, adventure, and important events. And somehow things seem to arrange themselves so that you have the potential to play a pivotal role in these events. Even if you were just a mortal without skill in combat or experience in magic, you could find yourself dropped into Fimbulwinter into a place where your actions could decide the results of Ragnarok. You are the main character, and while this means you’ll end up in a lot of dangerous situations it also means what you do will matter.

And because this isn’t a geas, you can toggle this on and off when you want, if you desire to have a simple life with lawn parties.

Mathematics of Magic (600 CP): You possess the ability to analyze and dissect systems of magic. This won't directly give you magical skill or power, but you find it very easy to recognize and understand how a system of magic works, and why, allowing you to easily create new spells, and revolutionize how the magical system is used. Here this means having a good sense for the qualitative control over sympathetic magic, easily recognizing what sort of elements – such as invocations to beings of great power – work best for creating verbal components of spells, and how to best utilize the law of sympathy to get your desired result. And with a bit of time and effort you could learn the laws regulating the quantitative aspects of magic as well. With other systems of magic you'll be able to identify what governs their workings and the design and construction of spells with absurd ease, allowing you to revolutionize the art of sorcery with some time and dedication.

Hero Perks

Courtly Demeanor (100 CP): You possess a demeanor fit to grace a court whether it's that of the queen of Faerie, Charlemagne, or even Odinn. You are adept in the etiquette of high society in your native world, and how to act among lords and ladies. Even in future worlds – or other spacetime continuums here – you'll find it easy to figure out how to act and fit in with high society.

Knightly Training (100 CP): You are fully proficient in what passes as the arts of battle for your continuum. This means you know how to use the common weapons, wear the common armors, how to handle and ride common beasts in battle, and all the skills and abilities that would be expected to pass as a common warrior native to the continuum. You will not be an exceptional knight or warrior with just this, but you'll be a passable one. And yes, if taken as a Psychologist (that didn't drop in, or dropped into their empirical world) this means either experience in WWI or military boot for WWII.

Champion's Challenge (200 CP): You possess a champion's right to challenge others. By issuing this challenge to your enemies, you can compel them to send forth a champion to face you in a 1 vs 1 contest of skill. They get to choose their specialty – you challenge an archer and you're probably doing archery – but it does need to be a contest of skill and power and not luck. The winner gets the right to kill the loser or take them as their serf; though this serf-dom can be lifted if the winner is later utterly defeated and cast down or reduced to a state such as a prisoner. Still you'll find that even in other worlds this right won't be questioned. Excessive use might get you socially frowned upon, and it's not necessarily without backlash, but your right to kill or enslave someone you defeat in this challenge is seen as a right.

This does only work when challenging another champion. A person of common standing cannot be challenged; a lowly man at arms or someone of a lower social standing has no standing to compel them. Someone can refuse this challenge, but to do so is to lose social standing; they won't necessarily have all their holdings stripped from them legally, but they will seem to lose charisma and the respect of their peers and subordinates. It is possible for someone to send forth a lower ranking champion in their place, the head of an army could send one of his subcommanders, and you'll only get the head of the one who faces the challenge not who is challenged. Finally you can't just rapid fire these challenges; you challenge a group and defeat one of their champions and then they may face you as they wish, at least for that battle; killing a clan's head won't necessarily mean they don't gang up on you afterwards but at least you won't be fighting him with all his men behind him.

If you want you can challenge for lower stakes but this does require you to find something that they see as equal to your demand to give up if you lose.

Forceful Personality (200 CP): It's simply easier to go along with the likes of a hard headed hero than to oppose them. Oh sure some of this is the strength and power that the likes of Heimdoll, Thor, Cu Chulainn, or Lemminkäinen can bring to bear, but it doesn't seem to be all that. You'll find that when you decide to, you are able to set your feet in and stand stubborn against those who would influence you, and more that when you make up your mind and go for something people are more likely to yield and get out of the way and let you carry on. Oh, the brave or those you're trying to wrong, are still able to stand up, but people have a way of yielding to you in arguments and letting you have your way.

Friend of Merlin (400 CP): Duke Astolph seems to be all kinds of connected. Respected by Charlemagne's paladins, friend to Bradamante, quickly a friend to Belphagor, able to win Roger's acceptance, and a close enough pal to Merlin to go and fetch him from the Matter of Britain to fight in a more Frankish continuum. Whatever charm Astolph possesses you seem to possess it now as well, as the great, the powerful, and the legendary seem to be naturally inclined towards befriending you as long as you are not actively their enemy. This won't ensure you're there for all the important events, but you have a way of meeting important people and hitting it off with them.

Knightly Romance (400 CP): What is it that wins hearts? In a knightly romance it seems to be power in battle. Britomart fell in love when she was defeated in battle. Bradamante loves the mighty Saracen warrior Roger. Belphoebe fell in love with Harold when he fought his way through a sorcerer's dungeon to save her. And you carry this with you.

When you perform deeds of dashing heroism, displays of bravery, skill, or might, you will find that it has an effect to win the hearts of those around you. The greater your displayed bravery and puissance the greater the effect on the hearts of others. This only seems to affect those you'd want to have a romantic interest in you, but you'll find that by defeating a warrior-maiden in battle you can win her heart, or by saving the heroine from the clutches of the evil sorcerer her vowed engagement can be forgotten for her new found love of you.

Thunderous Strength (600 CP): Your strength rivals that of Thor or Cu Chulainn in his rage. You are strong enough to punch a dragon, or a dinosaur, and get the better of the exchange – all the more so if you were to wear a belt of strength to double this prodigious strength and potentially break a dragon's jaw in a single swing – or to uproot trees and lift boulders and hurl them as deadly missiles. Your strength is quite clearly and expressly superhuman, and while Thor and Cu Chulainn don't take beatings on page in these tails, judging from the tales of their ends you can take a superhuman beating as well. This won't give you their skill in battle, but you are an equal to their physical might; though given we don't see any truly top end feats for Thor, it's probably better to think Cu Chulainn than someone throwing entire mountains.

Watcher (600 CP): You possess senses akin to Heimdoll. This will make your hearing and eyesight sharper, though not to the extent you might wish, perhaps no more than **Hunter's Senses** above (though the two will stack to give you clearly superhuman acuity). But it is your supernatural sense which is most impressive. By focusing your mind on a far and distant place you can see and hear across dimensional boundaries as long as you remain in the same continuum. It's possible for supernatural forces to occlude these senses, but even in Surt's dungeon with Surt's power which was strong against his, Heimdoll could cast his sight and vision for hundreds, perhaps even a thousand feet, though he couldn't pierce the realm from the outside. If taken with **Piercing Gaze** you can even hear thoughts of others around you, not a perfect mind reading of every little thing and you'll get proportionately more from the foolish and weak willed, but you can use it to tell when someone is lying to you as well.

And because a watcher must be able to watch eternally, you no longer need to sleep. You can physically exhaust yourself and need to rest still, but you can do so without losing consciousness or awareness.

Lady Perks

Courtly Demeanor (100 CP): You possess a demeanor fit to grace a court whether it's that of the queen of Faerie, Charlemagne, or even Odinn. You are adept in the etiquette of high society in your native world, and how to act among lords and ladies. Even in future worlds – or other spacetime continuums here – you'll find it easy to figure out how to act and fit in with high society.

Hunter's Senses (100 CP): You have excellent hearing and vision. Nothing strictly speaking obviously superhuman, but significantly better than the norm. You can pick up on small sounds, and recognize a sheep from a distance where they would be a white blob to anyone else.

You're also particularly adept at picking up on when someone is following you, even if they're doing their best to hide that they're tailing you.

Archer (200 CP): You are a master archer. We don't see any true legends of the bow to compare you against, but you're a match for Belphoebe, able to fire arrows true and fast. Even with a primitive bow such as might work in other continuums, without all the stabilizers and range finders you can find on modern sports bows you could shoot three arrows in rapid succession at a crow in flight and hit its body with 2 with ease. In general you can put an arrow where you want, even when dealing with a small target, a moving target, and a long range for your weapon.

Chastity (200 CP): Like one of the heroines of *The Faerie Queene* you are a symbol of that virtue. Oh this doesn't mean you can't enjoy marital relations, Belphoebe did, but it does mean that attempts to forcibly take this virtue from you seem to be stymied and fated to failure. You might still have to take an active hand in preventing such things, but attempts against your chastity are as a rule doomed to fail whether it's because of interruptions, people coming to your rescue, ability to escape, just being able to put them off with words, or curses that end up laid upon you and cripple any man who attempts to have his way with you. These aren't always pleasant – you might have to play nice with someone you hate, perform a strip tease, or end up with an unwanted curse – but destiny, fate, and the narrative seem to be on your side when it comes to avoiding unwanted intimacy.

You'll find that while this isn't as strong for your lover, some level of protection carries over. In addition, as long as you are faithful to them, they will remain faithful to you. A relationship can still end, but your lover will break it off with you and not run around

behind your back. And will go as far to preserve their own chastity in pursuit of this faithfulness as you would yours.

Victor of Beauty (400 CP): You're beautiful. You could easily be counted as among the beauties of the court of Faerie, compared, even favorably, to the likes of the witch Duessa, the wildling woman of the woods Belphoebe, or either Florimel. Simply put you've got the sort of looks that people attracted to your sex will respond to whether they're a young buck, a mighty hero, a sorcerer great and terrible, or an aged bachelor who chose science over love even until his pulse slackened and age ate at his desire. And even people who aren't attracted to your sex will be forced to admit you look good. You have the sort of beauty which can set entire plots in motion just by existing.

Warrior Maid (400 CP): Gender roles can be awfully fixed in many of these continuums, and yet there are those who seem to escape them entirely. Warrior women who, with one display of combat skill and asserting a man's role, can take it without question. And now you. Gender prejudices and expected roles seem looser for you. If you begin to act in the role of a gender, people will treat you as if that was fitting, so long as you act roughly the part. You can even manage to receive the benefits of both male and female gender roles simultaneously if you balance it right, which isn't too hard.

This won't stop people from being physically attracted to you (or the reverse), though. But it would let you act as your own legal entity in times and cultures where women are treated as property, or allow you to take a knight's role in a tournament of valor instead of getting swept up in a beauty contest (though if you put a bit of effort in you might could compete in both).

Child of the Woods (600 CP): You are a natural child of the woods. Your woodscraft is second to none, able to move through the woods with ease, hunt and find food as if you had lived there all your life, and find your way through even in one go. In fact your abilities almost seem supernatural the way you move so easily through even unfamiliar woods. You even know the ways to summon more supernatural inhabitants of the woods, if there are any, and will find that spirits of the woods and nature, as well as intelligent beings tied to the woods are naturally fond of you. Something like the Blatant Beast which is filled with hate might still loathe you, and lacks any true connection of its own to the woods to be affected at all, but unicorns or centaurs would be liable to come to your call or do you a favor even if you were a stranger to their home recognizing you as another being of the woodlands. Finally this grants you protection against hostile supernatural powers while in the woods. The greater the woods – in size, in age, and in mystical power – the greater this protection.

Invasive Main Character (600 CP): You are a main character. Wherever you go, if there's adventure you will find it and you'll find yourself wrapped up in it. Somehow you seem to be drawn to excitement, adventure, and important events. And somehow things seem to arrange themselves so that you have the potential to play a pivotal role in these events. Even if you were just a mortal without skill in combat or experience in magic, you could find yourself dropped into Fimbulwinter into a place where your actions could decide the results of Ragnarok. You are the main character, and while this means you'll end up in a lot of dangerous situations it also means what you do will matter.

And because this isn't a geas, you can toggle this on and off when you want, if you desire to have a simple life with lawn parties.

Warlock Perks

Finding Leverage (100 CP): You have a good eye for estimating what you need to hold over someone for your ends. This isn't perfect, and your enemies are still liable to plot against you even when you're holding loved ones hostage, but you know what you'd have to hold to send out a captured enemy to bring back your beloved nephew and actually have them be likely to do so; just hope they don't meet someone who can save your hostages on the quest. This generally makes you good at identifying how to blackmail people, use hostages, or how far you can withhold a reward.

Very Pithy (100 CP): You've got a way with words and witticisms. Whether it's a joke, a name, or a poetic coupling, you're able to think of them on the fly. You could probably get a job in marketing with these skills if you wanted, though, this skill in words also makes you a pretty good amateur poet able to create – or remember – an appropriate poem for most things.

Ancient Language (200 CP): The magic of druids is in the ancient tongue only shifting partway into the modern tongue. Not only do you know this language ensuring you can cast magic here while in an Irish continuum, but you can incorporate it into your magic even in other continuums and settings. By doing so you ensure that no one who does not understand the meaning of the words spoken in the ancient language can copy the spell thus cast, and by removing the words or substituting others they will cause their spell to backfire. This can work with non 'magic' supernatural powers which contain a verbal component, allowing you to substitute the ancient language for part or all of it, and requiring comprehension to replicate.

If you want to speak an ancient language other than ancient Gaelic, you can substitute another suitably ancient language. For real world examples this could include Latin, classical (as opposed to modern) Greek, or even Old English.

Wanderer (200 CP): Through the act of putting on a simple disguise you are able to make yourself unrecognizable. This does require you not to wear or show items and objects that represent you and your power, but somehow even powerful witches and magical beings can be fooled by you simply donning the clothes of the lower class, even if you were the distinctly one-eyed leader of their sworn enemies. This won't trick people who you've told you're going to go to a place in a certain disguise, who saw you don it, or have it pointed out to them who you are, and showcasing identifiable powers or objects of might can shatter this, but otherwise people don't seem to be able to recognize you from your appearance when in even a flimsy disguise.

Animal Forms (400 CP): You are capable of transforming into the forms of a large variety of animals. This takes only a few instants and an act of will, allowing you to transform into such varied shapes as a bird, a snake, a lion, or a griffon. This doesn't cover human(oid)s, even though biologically speaking they're animals, and you won't be managing something too supernatural – a griffon, as noted, is fine but you won't be a fire/poison breathing dragon or becoming a copy of the Blatant Beast – nor anything completely fictional. This can copy animals and beasts found in other worlds, though as things get larger than elephants or smaller than a small vertebrate things will get difficult for you, and sufficiently supernatural, or energetic biologies – like those of a dragon – may be beyond you.

You retain your mind regardless of form taken, and need not worry about 'reverting' to an animal. And in case it needs to be said, yes you can turn back into your original form in the same manner.

Power of Lineage (400 CP): The more you know about someone's past and especially their ancestry the harder it is for them to resist your magic. Knowing who someone's parents are will make it much easier to work magic upon them, and even knowing something like where they are from and their profession can help, though the best is genealogy. Each generation after the first gives more, though returns do diminish. Conversely the more you know about someone the easier it is for you to resist their magic.

And because you're paying for this it does not apply only to spells but to all supernatural powers and abilities.

Art of Prophecy (600 CP): A rarer art among enchanters, warlocks, and the like. You have learned to discern the future. This can take study and time, but you are able to peer through the mists of time and get a glimmer of future events. These are accurate predictions, but they usually come in the variety of 'ifs' and 'unless' not in true absolutes, meaning that it is usually possible to avert or change them by acting in the proper manners; if you the gods do X they can win at Ragnarok, or if your nephew goes more than 10 miles from your castle he will defect to Christendom. It might be possible for an enchanter to copy these feats, but even luminaries such as Odinn, Loki, and Utgard-Loki were not above consulting others as oracle, and those enchanters who possess such skills tend to be singled out for respect.

Illusionist (600 CP): Like some sort of troll, or giant, you possess a natural skill and ability in illusions. You won't be matching the likes of Utgard-Loki or the mages of the Kalevala with just this, but you could hide the light from a magical sword, or work minor illusions and change the appearance of things. This also allows you to block supernatural means of far seeing, and shroud yourself and those areas around you from scrying and similar supernatural detection, or your thoughts from psychic intrusion.

On its own this represents no more than an expenditure of will and supernatural force and energy. This improves with actual knowledge of magic and illusions, and you'll find that any other magic or abilities you possess to create illusions is improved. With the skills of an Enchanter, or some similar abilities, you could easily create illusions that had the effects of reality to those who could not pierce through them, that could hide from even the eyes of the gods, block the vision of beings such as Heimdoll, or even, like Utgard-Loki clad fire in illusion of a man or create a physical seeming illusory form around your thoughts or even concepts such as Old Age. This would require training and dedication and mastery of enchantment beyond the level given to you by the perk, but it would be possible. You will find your capabilities with illusions from other forms of supernatural powers likewise improved, especially in their ability to inflict real effects upon those they interact with.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Horse (50 CP): This is a horse. It's a pretty ordinary horse, though it is a trained warhorse. If it's killed or lost it will be replaced shortly. Comes with a saddle, and the gear one would need to actually ride it.

Winter Clothing (50 CP): This is a set of heavy clothes consisting of layers of furs and heavy cloaks. It's the sort of thing one might wear in Fimbulwinter, when three years of Nordic winter come without a summer in between, and survive even in comfort. It'd be a little hot eating in an Ohio restaurant in spring, but surprisingly only a little warm given that it would keep you comfortable wading through subzero chill and ice and snow.

Big Meals (100 CP): This is a basket or sack for carrying food in. And it seems to, once per day, fill with several large meals. These tend to be heavy with meat, and dairy, but can include some bread as well; just don't expect turnips. This holds enough to feed a hero like Lemminkäinen three full meals – by his standards – in a day. Think entire wheels of cheese, massive cuts of meat, and hunks of bread larger than fists. Given the heroic size of his portions, you could probably feed a small group of normal people with each one.

Boots of Iubdan (100 CP): This pair of boots has the marvelous property of being unable to break the surface of the water. The wearer is able to stand on the surface of a lake, a river, or an ocean while wearing them. Walking is a little awkward, but skating is definitely possible, though one must watch for waves as they could trip one up, and this won't stop the rest of the body from breaking the surface and could even end with one's feet stuck above the water while their body is under it. Still they will keep you on the surface and one can skate fairly swiftly with them.

Wivern (200 CP): That is a dragon with only hind legs and wings. This terrible reptile is the size of an observation plane, and capable of flying at a good speed. It possesses a crocodile-like head, and terrible claws, and its scales armor its body. Compared to other flying vehicles and mounts here it is less maneuverable than a hippogriff or a magical broom, slower than a godly horse or magic broom, and capable of carrying less than a hippogriff or magic carpet, but it possesses the greatest natural weaponry.

Belt of Strength (300 CP): This is a magical belt like that worn by Thor the Aes thunder god. When worn it doubles the wearer's strength no matter how strong they were without it. Even a mighty god could find his strength doubled when wearing it.

Xanadu (500 CP): This is a copy of Xanadu, Kubla Khan's legendary summer pleasure palace. Oriental in design and made of marble, it lays beside the sacred river Alph. It exists as a pocket dimension, only extending to the Alph on one side and a similar distance in the others, but within is a palace fit for a great khan with eunuchs, slaves, and serving and dancing girls with uncommon beauty. It is well stocked with the milk of paradise and honey-dew, a most delicious drink and a somewhat sweet but ultimately nutritious meal that the serving girls are most eager to feed one directly.

This pocket dimension is protected by a small army of janissaries soldiers, but it is mostly a place of rest and relaxation. In fact when used as such time seems to pass here more quickly than in the outside world, and as long as the dimension is only being used for rest, relaxation, recuperation, and pleasure days inside will be but hours or less outside of it. And as its owner all the slaves, servants, eunuchs, soldiers, serving and dancing girls exist to serve you and your guests however they can, within the limits that you set for them, though they will not normally leave this dimension.

The entrance to this dimension can be attached to your warehouse, or inserted into an appropriate place in jump as you see fit.

Empirical Items

Costume Clothing (100 CP): This is an outfit *mostly* appropriate to the world that you find yourself in. And it will always be one *mostly* appropriate to the world in question. In a world based on medieval England – such as Spencer's *The Faerie Queene* – it might look like an outfit out of an old Robin Hood film (as opposed to the much less historically accurate ones from a modern Robin Hood film), or a Renaissance Fair. It won't be perfect, and might get some odd looks but it will not be completely out of place. And it will adapt to new worlds or places you enter mid jump. You won't be completely out of place with this outfit.

Epee (200 CP): This is an epee, a heavy sword by fencing standards but extremely light by most others. It is a light, thrusting sword meant to be wielded in one hand with speed and agility at least compared to older broadswords and war blades. You'll find that this epee seems to be in all ways better than it should. While it still suffers heavily in armor penetration, it could give a lethal thrust without too much difficulty, and while one would need to be skilled and capable to parry a hero's blade safely it can turn aside even much heavier swords with surprising ease being more resilient and durable than it should be.

Beyond being better than an epee should be, you'll find that this sword seems to perform even better against weapons that are heavier and slower than it or shorter than it, as if the relative difference in weight and speed, or in reach, were amplified and exaggerated. It's still not enough that you'd want to match it against the Sword of Nuada or invincible Hundingsbana, and you probably don't want to try and parry Mjöllnir with this, but it practically seems to have an unfair advantage against most swords.

Broomstick (400 CP): This is a flying object. It can be a small broomstick built for one, a larger broomstick built for a pair, or an even larger carpet which a whole group of four or five could ride on in style.

The small broomstick could probably carry 2 in a pinch, and is extremely fast – quicker than the likes of Heimdoll's horse Goldtop – though it is hard to steer and maneuver. Still it can fly fast, crossing the countryside at speeds.

The larger broomstick is large enough for 2 to ride comfortably together. While it's still fast, it is noticeably slower being closer to a wyvern, or magical horse, but it is far more maneuverable either than the smaller broomstick or any of the above. It'd be the choice for dogfighting and aerial battle, allowing one rider to fly it while the other acted as a 'gunner.'

The magic carpet is large enough to easily sit 4 or 5 with each having their own personal space. It's the slowest option, and less maneuverable than the 2 person broom, not built for high speed aerial maneuver, but it is the largest and most comfortable, with the ability to carry the most aloft.

Since you're paying CP for this you don't have to worry about the spell ending or being simply counterspelled; it's a magic item from the construction up, and not just an object with a spell laid on it. It might be possible to dispel its magic for a time, but its magic will always return after a brief time, requiring persistent and active suppression. It is also easier to land and stop completely than one controlled purely by a spell.

Syllogimobile (600 CP): This is a deck of cards with images representing symbolic logic upon them. By arranging these cards and looking at them in the proper order and pattern it is possible to align your mind with the laws of another spacetime continuum and transport yourself to it through paraphysical means.

Or in simpler terms this is a deck of cards you can use to hop between various universes and realities in the local multiverse. In this setting that would easily include Norse Mythology, Spencer's *The Faerie Queene*, Coleridge's "Kubla Khan," Ariosto's *Orlando Furioso*, Elias Lönnrot *Kalevala*, and the Irish Ulster Cycle. We're told the worlds of H. G. Wells and L. Ron Hubbard could theoretically be visited, though the character who said this also said infinite worlds in the same discussion and later found that the actual number of worlds was extremely high but finite and we're not necessarily sure all works of fiction even just from the 1950s and earlier would be accessible. And those from later have no guarantee to be accessible at all given they may never even be written in this universe. The continuations do demonstrate the worlds of Baum's Oz, Burroughs's Barsoom, Virgil's *Aeneid*, Hubbard's *The Case of the Friendly Corpse*, Wu Cheng'en's *The Journey to the West*, Cervantes's *Don Quixote*, Shakespeare's *The Tempest*, Bhavabhuti's *Baital Pachisi*, and the slavic epic *The Tale of Igor's Campaign*. All of these are somewhat different than the source material – Norse Myth has Thor's hammer stolen by Utgard-Loki unlike any version of the legend of Utgard-Loki and *Don Quixote* seems to say that Don Quixote was right.

This will continue to work in future jumps and settings allowing you to travel to alternate realities and universes. Since you're paying CP for this it can also travel between related dimensions in a single universe – such as the nine worlds of Norse mythology – and these cards will come with you when you use them.

Hero Items

Chariot (100 CP): This is a large chariot able to easily carry a half-dozen individuals, and even some bags, but they might have to stand to all fit. It comes with a pair of horses to pull it, and these horses seem nearly tireless in their ability to do so, carrying it for long distances without rest; eventually they will tire but they can push far longer and harder than normal horses and with less food and water. Actually very little food and water. They're also unnaturally good at making tight turns without slowing down, so it's very fast for an animal pulled vehicle, and is surprisingly good at going cross country off of tracks and over difficult terrain. It doesn't have any springs or suspension so expect a very bumpy ride, however.

If you'd prefer a pair of horse sized goats of similar speed and physical capabilities, you may choose to have them. You can also have this be a sleigh pulled by caribou if you'd prefer.

Flying Horse (200 CP): This is a flying steed. Several showed up in these stories so you have a few options. You can freely choose a hippogriff like buttercup, or a godly horse like Heimdoll's Gold Top.

If you choose a hippogriff this is a winged, horse-bird creature, which is capable of living from eating only a few flower blossoms from time to time, and can fly carrying a whole group of riders. It is faster than a horse by a significant margin, and is capable of flying with fairly good maneuverability, though you won't be as fast as the other options here or doing as many high speed maneuvers as a magical broom.

If you choose a godly horse, it is a powerfully built horse, large enough to be noticeably huge but not many times over their size. It possesses some level of supernatural appearance, such as a distinctive coat, or eight legs, and the power to run on rainbows. This moves easily over long distances, moving many times faster than a horse should, and running through the air. It won't have great aerial maneuverability, needing to land to turn, but it is faster than any other option for a flying steed, and only the fastest magical broomstick can surpass it in speed.

Magic Horn (400 CP): This is a great curved horn similar to that Duke Astolf carries. When you blow it it creates a great sound, being a large horn that is a loud instrument, but your intent does matter. Blown in one way it seems to have a wild, discordant edge to its sound which affects the mind. While it's possible to resist it will scatter most men, sending them running in supernatural terror. Even those able to resist the terror can be

temporarily disoriented or made to lose their balance by a powerful blow on this horn. Of course your ability to use this horn will depend upon your lung capacity.

Fifth Great Weapon (600 CP): Odinn's spear Gungnir, Thor's hammer Mjöllnir, Frey's sword Hundingsbana, and Heimdoll's sword Head, these are the four great weapons of Norse mythology which can decide the fate of Ragnarok. You have a weapon that is their equal, or to the sword of Nuada.

We don't see exact abilities for many of these weapons. The sword of Nuada is said to be death to all before it but protection to its wielder, and gives a mortal wound to a great sea monster happening to find where in its throat to cut. Hundingsbana is a great, massive sword so heavy that Harold could hardly lift it, but when battle is joined moves as if weightless, able to cut through the flaming swords of giants with a light parry, and practically guiding his hand in lethal blows. Mjöllnir presents difficulty in wielding – it'd come with great iron gloves if you purchase a copy but not with Thor's strength or the belt even he needs to wield it – but is a powerful weapon able to smash straight through giants when thrown, return to the hand, and releasing powerful bolts of lightning in battle such that it can become a hazard to all nearby if you don't aim to restrict it. Mythology tells us that Gungnir was a spear that always hit what it was thrown at and returned to the wielder. Even myth is silent on the powers of Head.

You can have a copy of one of these weapons, or your own weapon with similar powers. A weapon on the level of Mjöllnir will present similar difficulties in wielding it, and require superhuman strength and abilities even beyond most gods, but a lesser weapon on the level of Hundingsbana could be wielded by a normal warrior.

Lady Items

Bow and Arrows (100 CP): This is a good, stout, well made bow. You can choose the variety, but it'll be the sort that could have been built at some point in the middle ages or earlier. Still you're not stuck with some primitive bow that can barely shoot 50 yards, even if you won't have modern stabilizers or sights.

It comes with a quiver full of arrows which seems to restock itself over time, arrows you break being replaced and those you fail to recover somehow making their way back to the quiver.

Knightly Accoutrements (200 CP): This is a suit of knightly, shining armor. Normally this sort of armor would need to be oiled and maintained regularly by squires and the like, but this is a suit from a knightly romance so that can be ignored, and it'll maintain and keep itself. It also comes with a large, heavy shield which offers additional, good protection.

This armor seems to be ornamented in a way which reflects you and your deeds as a knight, along with the cover on your shield. The greater your acts of knightly honor and puissance the more fine and well-made the ornamentation will be, and the more it will become associated with you such that any on the field of battle might identify you by the cover of your shield, which could be known as far as word spreads. Of course this ornamentation, like the cover of your shield, is easily removed which will leave this armor particularly non-descript and hard to recognize from other suits of similar armor.

Either way when worn in full, this armor does a good job of hiding details of your identity or physique.

Florimell's Girdle (400 CP): This is a girdle, or belt; it's more waist ornamentation than figure control. It is made of the finest materials, and ornamented with jewels and gemstones. When worn it increases the wearer's beauty substantially; some would say by a full order of magnitude though properly quantifying beauty is a task for set theory beyond the comprehension of the inhabitants of faerie. This girdle can only be worn, however, by those who are chaste and pure, and an unfaithful individual will find that it will not remain clasped around them and pop open immediately. This is strong enough that even skilled enchanters would be unable to make it remain on them; though they might place a second spell to ensure no one else wore it. Since you're paying CP you'll find that it doesn't judge you as unchaste or impure whatever your intentions and actions.

Ring That Daunts All Enchantments (600 CP): This is a magic ring which protects you from magic, even when it's held in the mouth. You could walk unharmed through magical flames, no spell could affect you, and objects that exist only because of magic supporting them would fall apart at a touch. This protection even extends to other individuals who you touch, or that they touch, allowing it to be chained by holding hands. However it only protects against magic, and only against magic upon you and your immediate vicinity. It won't stop someone from summoning monsters, using a magic flame to ignite an object with non-magic flame, launching a rock at you, or the like, so do be careful of clever magicians.

Warlock Items

Kantele (100 CP): This is a Finnish harp. Yours is pretty primitive, seemingly made from a fish's jawbone like the legendary original. It's surprisingly easy to play, even a novice able to make it sound alright, and keeping timing of its notes right is easier than it should be with most harps. It also seems to be particularly good at providing musical accompaniment for spellcasting or magic, able to substitute for other instruments that would be required.

If you'd prefer another form of harp – such as an Irish one or a Grecian lyre – it can be one, or another instrument such as hand drums. It will always remain a primitive, one might even say shamanistic, example of the instrument type.

Wand (200 CP): This is a magic wand. It can be used to direct and focus spells, as well as truncate necessary verbal and somatic components. This works best for those spells of minor and simple effects, with which it may be able to negate the need for spoken incantations or sympathetic materials entirely, but it will in general allow you to cast spells – from these continuums and otherwise – with reduced chants, handsigns, and ingredients.

Monstrous Army (400 CP): This is a force of scores, perhaps somewhere between one and two hundred, of monstrous beings. They're definitely not human, but mostly humanoid. Whether they're trolls, misshapen hobgoblins, or a more eclectic mass of animal-human hybrids is your choice. Whatever you choose they're stronger than an average human, though don't expect them to match a hero's strength, armed with medieval hand-to-hand weapons (though unarmored), and not particularly skilled or disciplined being closer to peasant levies. They also don't exist. That is when you don't need them. You are able to summon this army – perhaps a dozen at a time – or send it back into nothingness when you desire. Time won't pass for them when thus banished, except wounds will heal and they will find themselves nourished.

Lost members of this force will be replaced over time. Even if completely wiped out it should be restored in numbers within a year.

Castle of Iron (600 CP): Well yours doesn't have to be a castle of iron, and it has no doom on it that it will collapse should someone slay another within it, but it can be a castle of iron. Whatever it is, it is a large, fortified base intended to keep enemies out designed after a fashion no more recent than the end of the middle-ages. It can be made from a special material – such as iron – and unlike the actual castle which lacked magic to protect it from the elements and thus had to be oiled regularly with vast amounts of oil,

yours is protected from the mundane elements through magic, so you won't have to worry about it becoming a castle of rust unless you deal with something more than mundane that would cause it.

The true value of this castle isn't that it's a defensible structure, however. It's that as its master you will find that it seems to bolster your magic when within it. You will find that magic is easier for you to use, easier for you to control, and more powerful and effective when used from within this castle. It won't turn a fledgling into a true master, but it will give you a clear homefield advantage against any other sorcerer or warlock you may encounter.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may pay to import a companion a second time to increase their CP stipend to 800 CP, and a third time to increase their CP stipend to 1000 CP. This follows the same pricing as an initial import, including price breaks for multiple companions, though a single companion cannot be imported more than once ina single group import. If this is still not enough, you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (Varied): For every 50 CP you pay you may recruit 1 canon character who showed in the stories, or from the various stories and sources that Harold Shea visited. This increases to 100 CP for beings with supernatural power similar to the Aesir or giants (this includes the likes of Cu Chulainn with his supernatural strength), master enchanters (such as Busyrane, Merlin, Väinämöinen, or anyone in strong contention for strongest sorcerer in their continuum). For double this price you can recruit a canon character from a continuum that might exist (something written before 1940) and which you visit during your time here.

Dream Girl (100 CP): This is your dream girl (or dream guy if you prefer). She's someone you'll meet here, and who you'll find very easy to fall in love with, though you may have to win her heart with a bit of wooing and heroism. Still they're a wonderful match for you and someone who you can find deep, and enduring love with, and fate will arrange to give you a helping hand in doing so. They have a background other than your own, and CP equal to the amount you have here, including what you gain from drawbacks, but reduced by however much CP you spent on companions (including this one).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only gain CP from up to 6 drawbacks****.*

Heroic Appetite (+100 CP): You possess the appetite of a true hero. That is to say you can really pack away the calories. And you'll need to since no matter how little you'd normally need to eat you need to eat now, and you need to eat lots. You've probably got daily the caloric requirement you'd expect from a human at minimum, though thankfully this doesn't scale linearly with extraordinary physical activity, and making things worse all those replenishing or infinite supplies of food you've brought with you? They don't replenish and are very, very finite.

Lecherous Lords (+100 CP): You find that powerful individuals take a lecherous interest in you and those you love. Whether they're trying to take advantage of your girl through local host-law and hospitality, attempting to force you into their bed or else face execution from their position as absolute monarch, or scheming to get you into their power, they want you (or your significant other) in their bed, and while you might attract some powerful figures without this drawback those drawn in by it will never be ones you'd be interested in (or in sharing with).

Lordly (+100 CP): You're no common man, and you will not be treated as such. Oh, you can be a good, caring person who honestly wants the best for the people under you, but like Heimdoll and Thor even if you are honestly a kind, caring person you still feel you have a position of dignity to maintain above the common herd, and a tendency to be a pompous, superior ass especially to those who are of a lower standing than you perceive yourself as, and you will perceive yourself as at the very top of the social hierarchy of whatever continuum you're from. You might be able to accept gods as above you, maybe, and possibly a figure like Charlemagne, but anything less is at best an equal and probably your lesser.

Poet (+100 CP): You think you are one at least. You're a terrible poet though. You're bad at keeping your rhyme scheme and meter straight, and a month or two of having you attend a court as a poet might put people off poetry forever. This might not be too bad, but you insist on sharing your terrible poetry with people, and magic in these continuums rely heavily on poetic components meaning while it might not be impossible for you, don't expect to be creating your own new spells. And finally this applies to your musical skills as well as poetry.

Sh(e)ared Geas (+100 CP): Like Harold you seem to have arrived here with a geas of such power and nature that it cannot be lifted by any means. This geas will lead you to travel between continuums – one way or another – and force you to stay in the new continuum until you've wrought some substantial change to its narrative flow. Wait… is this even a drawback? Isn't this just being a jumper? Well you can at least expect this to mean you'll often have little choice in when you leave and where you go, and a tendency to fall into adventure. Still not sure why you get points for this.

Turnip Jumper (+100 CP): You have a way of putting your foot in it socially. You just don't adapt to a new social situation quickly, failing to pick up on social cues and signals, and doing things that stand out badly. This will usually include some serious faux pas whenever you're in a new situation, and you can expect to have to put in work and prove your value despite your strange, barbaric habits and choice of dress.

Laws of Paraphysics (+200 CP): Various continuums have their own laws which determine how the world works. In the modern empirical world you have guns, and matches, and flashlights, but all of those things don't work in the other worlds that Shea visits – yes matches are too advanced to function by many laws of physics here – and even between these magical worlds certain magical effects can or cannot be applied, and magic works differently. Normally you'd get away from some of this with fiat; your powers from another universe continuing to work as they would in it, your items the same. Heck, the Enchanter perk here would let you get around changes to how magic works while you're here. Now, though, you'll find the laws of paraphysics between these worlds in full effect. Anything that wouldn't work by the current world's rules doesn't work. If something is close enough it might work – Mjöllnir would probably work in Irish Mythology, and while Mjöllnir might get questionable in a knightly romance you could probably have the Sword of Nuada or Hundingbana work in such – but your laser guns won't be working in a knightly romance, and your beam-launching Excalibur probably won't be shooting any beams even if you end up in the Matter of Britain.

Legal Problems (+200 CP): You seem to attract – unwanted and often unwarranted – legal attention. Somehow you can expect to get accused of murdering your wife because she went missing, implicated in disappearing police officers, and somehow or another the law will find a problem with you sooner or later wherever you go. You can possibly disprove these charges – get your wife back from the dimension she disappeared to or bring back the cop you accidentally dragged with you to another reality – but you'll keep running into this sort of trouble again and again and again.

Poorly Read (+200 CP): You don't seem to know much about classical literature. Or the Enchanter series. Or world history. You somehow will find yourself ending up in continuums you're almost completely unfamiliar with, oh maybe you recognize the names Thor and Odinn but you won't know their stories, and have a tendency to get things wrong. This also wipes you of all of your metaknowledge of the Enchanter series proper, leaving you unaware of how things work here, and generally restricts your knowledge of history and anthropology to that of an average individual in 1940. Meaning you might know the Europeans have gotten into a big war, but you don't know Pearl Harbor is coming or how it will end.

Rubber Czech (+200 CP): You seem to have a strong bit of lycanthropy in your ancestry. Even in continuums where werewolves shouldn't be a thing, you have a tendency to accidentally turn into a wolf. This isn't limited to a physical change either, as you'll find that it has a way of creeping into your mind with lupine instincts and behavior. And you won't automatically turn back, so hopefully you've got allies that can fix it; or maybe you have your own means of changing shape from inside that of a wolf? In that case you will still find that for some time after the change you won't be able to undo it yourself. And simply changing alt-forms will not get you out of this wolf-shape; all your alt-forms will turn into a wolf simultaneously.

Trollish Features (+200 CP): You're ugly. You're not necessarily a troll, that's a perk still, but you're about as hideous and you can expect people to treat you pretty badly on the basis of appearance alone; in many continuums you'll be expected to be a serf or a slave based just on this. You've also got a feature that is disproportionate to you in a serious way; like a nose that's as long as a man's forearm. It'll stand out, people will notice, and you can expect some mockery about it, behind your back if they don't dare mock you to your face, and you won't be able to magic it away like some lucky trolls. At least people will recognize you if you change form, since you'll always remain just as ugly and bear the same distinct feature.

Dangerous Charge (+300 CP): Magic taps into extradimensional energy to work its well magic. For most individuals this doesn't matter much, but if you've traveled between continuum you leave a path behind you, and if you build up too much magical charge at once it'll bounce you back to your native continuum. The charge fades over time and normally this might not be too bad for you. But you see you've left a path not back to your original continuum in this multiverse, but back to your original world. And it's not just spells that build your charge, any supernatural powers you wield will, as will any power or ability from other jumps – including items you've brought with you – and while the charge will dissipate relatively quickly from magic you use or powers native to the

continuum you're in, those from another continuum or anything brought from outside this jump even if it would fit the logic of the setting takes longer to dissipate. And if your charge reaches the critical level you will bounce back to your original world, your chain ended as if you had died.

Dement (+300 CP): You're just not quite aligned with the continuum you're in. This means you've got some odd ideas of what is happening around you that are often at odds with what everyone else perceives. Or in other words you're insane, probably a paranoiac, and suffer from hallucinations that are completely indistinguishable from physical reality. And no matter how you travel between continuums you'll always remain somewhat out of sync, perceiving a reality that's not quite the same as the one you're physically in.

Dumb Muscle (+300 CP): You're not only supremely confident in your own brute force, you're pretty dumb across the board and bad at applying anything other than brute force. You can expect to think of all problems as nails to be solved with the hammer of overwhelming, direct combat power, and to make the likes of Thor, Roland, Roger, and Cu Chulainn look like calm, and rational individuals.

Ragnarok (+300 CP): For all the times Harold arrives somewhere right when the conflict is rising to its climax, he always seems to skip out before the big battle. Well, that won't be happening for you. Somehow whatever continuum you go to you, you seem to get stuck for the biggest, most devastating clashes it ever saw, and will find yourself not only have to engage in the battle directly, but that whichever side you want to win has been put pretty badly onto the backfoot, and will not just lose but lose badly if you don't help them out in a major way. And you'll have to do so. And before you think the continuum of the 'modern' world is exempt, the first three stories were written in 1940 and 1941, with the last two written in the 50s. You can definitely expect to be dealing with the worst parts of WWII. And this will somehow lead you towards continuums with particularly devastating and destructive battles, including Norse Mythology in the height of the Fimbulwinter.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Assume supernatural covers all forms of paranormal. The books predate the two being different terms, in as much as they are different terms and not just 'I'm trying to avoid the stigma of the term supernatural.'

Law of Sympathy and Law of Contagion are from *The Golden Bough* (as in the anthropological work). As in the characters specifically say they're the concepts from his work. In brief the law of sympathy, as defined by Sir Frazer, is the basis for sympathetic magic where you use something that has a sympathetic connection to something to work magic. You use something 'fiery' to cast fireball, use a lizard and a snapdragon flower to summon a dragon, or change a wax effigy of someone's nose to change their nose. It's the basis of non-costly Material Components in D&D (and given Gygax listed Harold Shea as one of the major immediate influences on D&D it might literally be it). The law of contagion is less often referenced in pop culture, often wrapped up in the law of sympathy, and not even particularly shown here, but is the idea that if something was once in contact with something it can still be used to magically affect it. Voodoo dolls draw on this with the need to get something that belonged to the victim.

What can magic do? Yes. Magic can do yes. Teleportation, travel between worlds, manipulating enchantments, making simulacra out of ice, turning artificial snow women into real women, bringing people back from mortal wounds, making bushes appear to be massive walls of dragons, summoning hordes of dragons, making brooms fly, geasing someone so that they howl at the moon, geasing someone so that any man who touches her with lustful intent comes down with a terrible stomach ache, banishing Odinn back to Asgard. Some things are probably hard – resurrecting the dead is not going to be easy – but a lot of it is just finding the right spell.

We see Thor lose a wrestling match to an old woman (actually Old Age), fail to pick up a cat (actually the Midgard Serpent), and break a dragon's jaw (uses a belt of strength). We don't see him smashing a hill so hard it leaves a deep crater (from the same mythical source as the first two feats), or one-shot a mountain sized giant (in fact we don't see any giants more than ~10 ft tall). It's probably safer to assume you're roughly comparable to Cu Chulainn, who threw boulders and trees on page (we don't know exactly how big the trees were except that other references to trees in the area said they were small so probably not big trees). So you're still strong, and throwing hundreds of pounds around like it's a baseball, but you're not going to be matching Marvel's Thor.

You can certainly scry on places with Enchanter. Watcher is a lot easier to do simply requiring an act of will, and won't require you to figure out the spell, figure out how to target where you want, find sympathetic reagents, and the like. It is also probably harder to block given Surt was using magic to do so with various advantages and still failing to completely block it.

The protection granted from Child of the Woods is vague because while we're told Belphoebe has one and that the company of enchanters can't just lay a spell on her directly due to it, we're not shown it in action or told anything more. She lacks it in future books and since it was cast as part of her connection to the woods I went with it being reliant on being in the woods.

Lady has Invasive Main Character because while it doesn't fit Belphoebe nearly as well as Harold, she was there and changed things in 3 of the stories. She got pulled into the same events as he did. And instead of trying to shoe horn something into a 600 CP perk that didn't really fit (probably would have seen Hunter's Senses, Symbol of Chastity, and Victor of Beauty all upped one tier and When In Rome Eat Spaghetti added as a 2nd 100 CP perk… because Belphoebe actually might show that more than Harold), I decided I could put it there and hopefully replace it if a 1.1.0 with the continuations is made.

It may be possible to replicate Watcher with Enchanter. Watcher is going to be easier, however, and more reliable against means of magical detection.

Wanderer actually seems more of a mind-affecting effect than actual disguise. Like people just don't recognize Odinn despite him looking the same except for being dressed in the clothes of a poor wanderer. You still have your distinctive features, it's just people can't put 2+2 together to equal 'that's you.'

Animal Forms can definitely be replicated with Enchanter but Enchanter requires magical chants and hand signs, whereas Animal Forms just requires an act of will and desire making it a lot quicker to use in battle. It also doesn't need a ritual with sympathetic elements. Oh and you know it can be hard to cast spells that require poetry and hand signs when you're an animal so being able to change back is useful. As for the actual limits… you aren't going to turn into Godzilla or a tyranid bio-titan with this (too big and probably too energetic/supernatural in both cases), you could probably manage a kamakuras from certain Godzilla continuities (giant mantis about the size of real size macrofauna) and smaller tyranid or zerg forms, minus their hivemind link, might be possible.

Prophecies can probably be performed by Enchantment. We actually see it done once in the Kalevala. This made a prophecy about something currently happening within eyeshot, and accidentally dispelled friendly magic nearby. Admittedly it was done by a completely unskilled first time mage, so likely wouldn't necessarily go so badly with the Enchanter perk, but suffice it to say that Art of Prophecy makes you good at it and better at properly performing them.

Illusionist combines elements of Kalevala magic with elements of Utgard-Loki and Surt. The former could be gained with Enchanter, though Kalevala magic comes with energy limitations that are not normally present in magic from other continuums, and the latter involved unique powers of god-like beings aiding their magic. So Illusionist will make it a lot easier for you than Enchanter alone, in addition to helping your illusion magic from other magic systems.

Knightly Accoutrements worked for Britomart even if they did fit her fiance better.

I tried to find a description for Bradamant's ring because the fact she held it in her mouth made me think it wasn't worn around the finger, but I couldn't so… you decide what kind of ring it is.

How much the Castle of Iron actually boosted Atlantès's magic is very unclear. He just said it did once.

The Wanderer perk can still disguise you with Trollish Feature. It just means that if you wrap it up in illusion or shapeshifting it's still recognizably there. A spell to transform into the lady-knight Britomart would make you look like an ugly version with a giant nose.

Changelog:

Version 1.0.0: Released.